

# The Atari Times

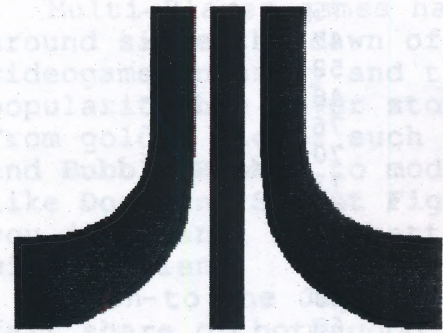
May 1996

## Getting Started

By Greg George

**W**elcome to the first issue of *The Atari Times*. The goal of this newsletter is to give Atarians something the other big publications haven't been: Coverage!

It's my humble opinion that the magazines haven't been giving Atari a fair shake. They may claim to be un-biased, but we just aren't convinced.



Especially when they can't even get the sales figures right!

You may recall back in mid-1995 Atari released the now famous 150,000 Jaguars sold figure. Since then Atari has dropped the price of the Jaguar to \$150 and more recently to \$99. Now, wouldn't any reasonable journalist assume the 150,000 figure would be surpassed? Especially after 8 months and two price drops? Of course! But one writer even said Atari had only sold 50,000 Jags! Duh! What a moron!

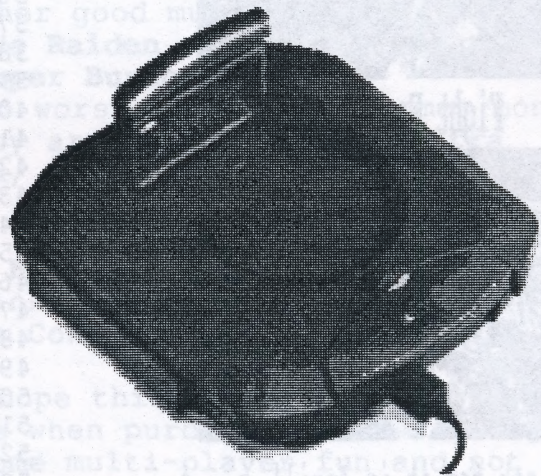
My guess is after these many months and price drops Atari has sold 300,000 units or more. It's not the "stellar" figures of the other next generation machines, but it is still a respectable number.

The next thing the mags complain about is the lack of Jaguar software. Yet when games do arrive, they don't even bother to review them! Or they wait until the game has been on the shelf for two months leaving you to make a guess as to whether it's a good game or not.

What's worse is their reviews of games are 90% based on the graphics and 10% on funfactor. A prime example of this is **BattleMorph** for the Jaguar CD. This game is great fun, but because it's not totally texture mapped, some mags gave it crappy reviews!

I find it totally unfair how these magazines show disrespect to the founding father of video games. How many times do I have to read a contemptable article concerning Atari? How often has someone questioned the 64-bitness of the Jaguar? Aren't you sick of these mags kicking Atari when they're down?

Enough of this negative talk. Atari is what we're all interested in, and that's what *The Atari Times* is about. The reviews we give will be fair, and not automatically negative like the other publications. So trash those magazines who do nothing but kiss up to Sony, Sega, and Nintendo. *The Atari Times* is all the info you need for your hardware of choice!



**The Atari Jaguar 64**



## The Atari Times #1 May, 1996

The Atari Times is your newsletter! Feel free to send E-Mail to any of the following people:

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The much improved polygon fighter,



Fight For Life



Look for it in April!

# Jaguar Games List

Below is the listing of all available Jag games. "Avg" is an average review by "TR" reviewers. "ATR" will be any score The Atari Times may give.

Title	Avg	TR	ATR
1. Atari Karts	65	2	-
2. Attack/Mutant Penguins	--	0	-
3. Alien vs. Predator	86	5	-
4. Baldies CD	72	3	-
5. Battlemorph CD	80	3	-
6. Blue Lightning CD	65	4	-
7. Braintcad 13 CD	--	0	-
8. Brutal Sports Football	68	4	-
9. Bubsy	58	3	-
10. Cannon Fodder	75	3	-
11. Checkered Flag	47	4	-
12. Club Drive	52	4	-
13. Crescent Galaxy	48	3	-
14. Cybermorph	76	5	-
15. Defender 2000	70	3	-
16. Doom	73	3	-
17. Double Dragon V	35	2	-
18. Dragon	62	4	-
19. Dragon's Lair CD	60	2	-
20. Evolution Dino-Dudes	68	3	-
21. Fever Pitch Soccer	60	1	-
22. Flashback	60	2	-
23. FlipOut!	70	2	-
24. Highlander CD	70	2	-
25. Hover Strike	55	2	-
26. Hover Strike CD	60	2	-
27. Int. Sensible Soccer	60	1	-
28. Iron Soldier	83	5	-
29. I-War	40	2	-
30. Kasumi Ninja	48	3	-
31. Missile Command 3D	60	3	-
32. Myst CD	76	1	-
33. NBA Jam TE	90	1	-
34. Pinball Fantasies	60	1	-
35. Pitfall	77	3	-
36. Power Drive Rally	65	2	-
37. Primal Rage CD	74	2	-
38. Raiden	68	4	-
39. Rayman	90	3	-
40. Ruiner Pinball	60	1	-
41. Space Ace CD	--	0	-
42. Super Burnout	60	2	-
43. Supercross 3D	37	3	-
44. Syndicate	78	3	-
45. Tempest 2000	94	5	-
46. Theme Park	58	4	-
47. Troy Aikman NFL Football	50	2	-
48. White Men Can't Jump	70	2	-
49. Wolfenstein 3D	64	3	-
50. Ultra Vortek	74	4	-
51. Val d'Ise Skiing...	59	3	-
52. VidGrid CD	65	2	-
53. Zool 2	75	4	-
54. Zoop	63	1	-



# Jaguar Multi-Player Games

By Andrew Robertson

Let's face it. Computer controlled opponents are not usually much cop as an opponent. They fly using the same pattern, punch after a fireball or always overtake you on a straight when you thought you were miles ahead. But against another human it's a completely different story.

Multi-Player games have been around since the dawn of the videogame industry and their popularity has never stopped growing. From golden oldies such as **Gauntlet** and **Bubble Bobble** to modern titles like **Doom** and **Street Fighter Alpha**, you just can't beat battling it out with a friend.

So on to the Jaguar which has its fair share of both good and bad multi-player games. Lets start with a brief summary of the better games: (In no particular order)

## **DOOM by id Software.**

### **2 Players via JagLink Cable.**

Doom has 2 multi-player (MPlayer) options; Co-op and of course, Deathmatch.

The Co-op game as you might have guessed is you and a friend playing the game as normal but obviously you are both on the same side. Great enjoyment is to be had with this as you watch the second player take all the hits and you run in for all the weapons. The Deathmatch is simple. No Enemies, no keys to be picked up to allow access to coloured doors and ALL the levels available. It's just you and another fighting to the death. The game is scored in Frags (Kills) with the player having the most against his/her opponent wins.

**RUNNING PROBLEMS:** You will be lucky to complete any level when playing Co-op as the JagLink is extremely unstable and tends to crash if the

other player is near you with enemies around. Deathmatch is a lot more stable and rarely ever crashes and is probably the most played mode anyway!

**OVERALL:** Despite its Co-op link problem, it's brilliant and highly recommended.

## **WORMS by Team17/Ocean.**

### **2-4 Players.**

One of the newer Jaguar games. **Worms** is set on a 2D landscape with up to 4 teams of 4 worms taking turns to shoot at the other team(s) using a large array of weapons and **Street Fighter 2** moves. The graphics are a bit simplistic but good fun and plenty of humorous touches.

**RUNNING PROBLEMS:** None

**OVERALL:** A very good game, especially with 2/3/4 players, too repetitive for a single player game.

## **SENSIBLE SOCCER by Atari.**

### **2-64 Players via JagLink cable?**

Brilliant conversion of the ST soccer game. Viewed from above, **Sensible Soccer** has fast paced action, superb gameplay and excellent sound. Hundreds of teams, both international and domestic and loads of competitions. Choose between 2 and 64 players in a tournament (20 players in a league) and have hours of fun. Simply the best soccer game on the Jaguar and unbeatable in multi-player.

**RUNNING PROBLEMS:** None

**OVERALL:** If you like soccer then this is the best! Highly recommended.

Other good multi-player games include **Raiden**, **Dragon**, **Tempest 2000**, and **Super Burnout**.

The worst multiplayer games money can buy are, **Kasumi Ninja**, **Ultra Vortek**, **Club Drive**, and **White Men Can't Jump**.

## **Extra Hardware Costs (approx):**

JagLink: 24.95

Extra Controller: 19.95

I hope this can be a guide to people when purchasing the right game for some multi-player fun and not go through the same ordeal that I did.



# MacGyver's Corner

By Rafi Guroian

In this column my aim is to give an insider's view of the gaming business (I work for a major retail Video Game store chain as a Sales Associate) focusing primarily on the Jag's situation, but also to bring you up-to-date on what is happening elsewhere.

As of the time I write this, the Jag has just recently come off of a major sale where Babbage's and Electronics Boutique were selling the systems for \$49.99 each! Sales were responsive, but not incredible. However, Jaguars were in more demand than the companies had anticipated and they sold out very quickly. On average, each store sold approximately 5 units and 3 games in the week or so span of the sale. In addition, Babbage's has implemented a "SuperSale" where a LOT of their merchandise can be found from 10%-50% off. About half of the Jaguar games have been marked down 25% including **Defender 2000**

(for \$44.99), **Ultra Vortek** (for \$39.99 I think), **White Men Can't Jump** w/Team Tap (for \$21.99) and **Alien vs Predator** (for \$39.99 I think) among others. [Ed. Note: The sale was only good for March, and now the Jag is \$99 again. Bummer.]

In terms of the CD unit, the sales have been VERY slow with the 3DO now selling for \$199. CD games are still trickling out, but not selling very much. The only slightly hot CD games that are selling seem to be **Baldies**, **Primal Rage**, and **Battlemorph**.

In terms of new software, expect **Fight For Life** on cart to be out hopefully by the time this reaches you. Other titles are to follow in

May. One such is **Iron Solder II** on CD which should do very well.

In other news, the Saturn Core Unit has dropped in price from \$299.99 to \$249.99 and the Virtua Fighter pack-in has dropped from \$349.99 to \$289.99. In Japan all Saturns being produced are now under a new architecture where a few mystery ports have been removed to provide a sleeker, smaller Saturn unit. This unit is selling in Japan for approximately \$200. Although Sega of America denies this model is coming to the US, all production has been entirely re-routed to be devoted to this new system. It seems likely that the Saturn will re-enter the US retail market with it's new sleek look and price about the time the Nintendo 64 hits.

On the Sony front, the PlayStation continues to sell Core and Ridge Racer systems for \$299.99 and \$345.99 respectively. In addition to the Ridge Racer system, sources are pointing to the likelihood of a new Japanese pack-in system devoted to the fighting genre. It is unclear how many games would be packed in, but it is set to hit store shelves with

**Tekken 2** as a pack-in

when the game becomes available. Again, as of now this is only in Japan, but a US release also seems likely when the Nintendo 64 hits and perhaps with a shaven price to compete.

Which brings us to Nintendo. How inevitable. Anyway, the Nintendo 64 has been delayed in Japan until late June, and the US version until September 30. Their reason is not enough software, which I tend to believe (for once, which is amazing considering it's coming from Nintendo). It has become the thought among all retailers that it is not



White Men Can't Jump  
for less than \$25?

Continued on page 6





Lair

By Edward Castle

## Breakout Clone For The Lynx!

Yes, that's right. I am going to program a **Breakout** clone for the Lynx. It won't be started for a few months, but here is a brief rundown of what I plan to be in it:

- Bonuses (like Lazars) when certain blocks are destroyed.
- Over 150 levels, slip into three sections, Easy, Medium, and Hard.
- Enemies that fly around the top trying to shoot you (only on medium and hard levels).
- Comlynx option, for two player co-op or Paddlematch {tm} (like in **Pong**, but with blocks down the middle of the screen)!
- Multiscreen levels.
- Password option.
- AI droid (unlikely to reach the final version, but I hope it will).
- No plot.
- Easy 'pick up and play' playability.
- Hidden levels (10), and a hidden mini game (I'm not telling you what).
- Lots of cheats!!!

## LEXIS Preview

Everyone has played **Tetris**. *Everyone*. Tetris is the game that made the GameBoy. True, the Lynx has a Tetris game, but it came too late. After Tetris came **Columns**, a game based on Tetris, but more like Connect Four really. Now, there is **Lexis**.

Lexis is a strange mix of the three games, with an added twist. You're not trying to match up colors, or make lines, you're trying to write words. Instead of a funny shaped block, or a string of different colored jewels, you get a letter. You navigate that letter down a Tetris style playing field, and make words.

Your word must be at least three letters long, and be written in any direction. Lexis is a refreshing change from all the Tetris and Columns clones, because it offers something different, while including the brilliant Tetris

gameplay. The graphics are simple but very effective, and there is not really anything you can complain about.

You can download a PC version of Lexis from Shadowsoft's web page, which will give you some idea of what the game is like, and how it plays. The address is:

<http://web.idirect.com/~shadow/>

## The Month's Events:

Teflon upped the work on their Lynx games, and might well have sparked up the interest of id Software.

Atari did bugger all to support the Lynx. I did my usual promoting and moral building.

I will soon be acquiring for my page some screen shots of Shadowsoft's Lynx game called **Centipede**. You know about Lexis from the preview.

Lx Rudis, if you're out there, and you're reading this, contact me! I really need to talk to (well, read and write) you! If anyone can put me in touch with him, I'd appreciate it very much.

Well then, until next issue...

Edward Castle maintains the 100% unofficial Atari Lynx web page. The url is: <http://www.ereal.com/eds/>

## Classifieds

For Sale: 1040STf w/2.5mb, TOS 1.04, Tweety Board, Original Box, Mouse, Mouse Pad, great condition! Throwing in a lot of extras! For more info: [danbrown@on-ramp.ior.com](mailto:danbrown@on-ramp.ior.com)

ATARI Mega 4 DTP System For Sale. ATARI MEGA 4 with AT Speed IBM Emulator installed, ATARI SLM605 Laser Printer with accessories, ATARI SC1224 Color Monitor, ATARI External DS/DD drive, MIGRAPH Hand Scanner with TOUCHUP, IMG Scan Full Page Scanner, PANASONIC KXP 1124 24-pin printer with accessories. System is in excellent condition! \$500 or Best Offer. Contact Wendy Fillmore. Voice: 908/422-8719 FAX: 908/422-8719

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## Mac

Continued from page 4

necessarily the hardware that makes a system successful, but the software. This is demonstrated with the Jaguar, the PlayStation, and the Saturn. The Jag's bane has been the software availability. In the case of the PSX, it has had amazing software which has basically done everything but blow Sega's Saturn out of the water. The Saturn is lacking in software where the PSX is lacking (slightly) in hardware power, and the PSX is winning. Nintendo realizes this and does not want to introduce a system with 2-4 completed games. They would like something more like 10. However, a rumor is also circulating that Nintendo has assembled and PACKAGED about 100 systems, but the rest are on hold because of a chip shortage that Silicon Graphics is behind in producing. Many people believe this is a major contributor to the delays the system has been plagued with. Another rumor is going around that Nintendo plans to drop the price of their system to \$200 and absorb the costs much as Sony and Sega did, but carts would cost between \$65 and \$105 to make up for it. This would simply be insurance that Sega and Sony could not get a firm grip on the Nintendo 64's sales. Time will simply have to tell.

The retail world is being left in limbo as to the status of Panasonic's M2 chip which was supposed to be a MAJOR contender with the Nintendo 64. A street date was originally set for this summer, but it has been pushed back indefinitely and nobody knows how much the thing will cost. We are estimating between \$150 and \$250 for the add-on chip to existing 3DO's and a new system with the M2 built in would have a 4-speed CD drive (first ever in home video games) and would run for \$350-\$400.

Sega's 32X has been officially discontinued and the last game has been made. Stores will begin phasing this system out very soon. The Virtual Boy is on its last leg with only 1 or 2 well-selling games out for it.... Price has dropped CONSIDERABLY, so you may want to pick one up for a souvenir.

## PROFILE ATARIAN: GREG GEORGE

One thing I've noticed by being part of the Internet is that people love to tell how they became an Atariian. So, I thought a monthly column for them to tell their stories would be an interesting diversion from just the game playing.

Since this is the first issue of The Atari Times, I thought I might as well get my story out of the way. It begins a long time ago during the 2600 era. I believe it was 1980 when I received it for Christmas, and was I ever happy! I got Space Invaders with it and my family didn't see me for a week!

The next logical step, of course, was to get an Atari 400 computer. I spent hours hacking away at that membrane keyboard. A few years later, I got an 800XL and really got into computers! I used it religiously until I purchased a 1040STe in 1991.

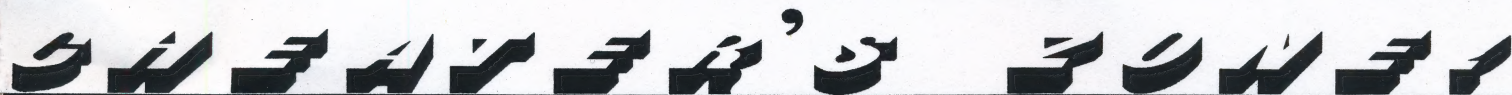
As much as I was into computers, I didn't forget the games. I bought a 7800 when the NES was first becoming popular, a Lynx in 1990, and finally a Jaguar/Jag CD in 1994-5.

Today, I still use my 1040STe4 for all my computing needs. I write my own games in STOS Basic, do my writing assignments with Atari Works, and use PageStream to publish this very newsletter.

Atari has always been very important to me. And it all started with my loyalty to the 2600. Atari may never be able to recapture the success of that machine, but it won't affect my opinion of this great company.

Hardware	Games	Favorite
2600	28	Solaris
7800	15	Food Fight
Lynx	18	BattleWheels
Jaguar	12	Tempest 2000
Jaguar CD	5	BattleMorph
400/800XL	15	Star Raiders
1040 STe	??	Four-F





This month's Cheater's Zone will be going over some classic codes for those of you who may have missed them. Doom and Rayman codes next month! (Oooh, ahhh!)

### ALIEN VS PREDATOR

"Banana Stops" cheat: (During game)

Press Pause, Option, 6, 1+3  
Type B, A, 9, A, 9, A ("BANANA")  
Type \*, Option, 6 ("STOPS")  
Type #, \* ("POST")  
Type \*, Option ("STOP")  
Type 2, Option ("TOP")

Cheat Commands:

Toggle Weapon Access Option+1...4  
Reload All Ammo Option+1+2+3+4 (simultaneous)  
Toggle Cheat Option+5  
Raise Security Level Option+6  
Lower Security Level Option+9  
Toggle Motion Tracker Option+8  
Up Level Option+A  
Down Level Option+B

### BRUTAL SPORTS FOOTBALL

Password To Correct League Mode Bug:  
RMVVKL343  
333VZ6387

### CYBERMORPH

Secret World: 6009  
Unlimited Ammo: (At Control Options screen)  
Hold 1+3+5+7+8+9.

### EVOLUTION: DINO DUDES

Infinite Time: (Enter at password screen)  
<AC>, "TIME STANDS", <OK>, <AC>, "STILL FOREVER", <OK>  
Infinite Dudes: (Enter at password screen)  
<AC>, "ONCE DEAD", <OK>, <AC>, "TWICE BORN", <OK>

### RAIDEN

Infinite Lives and Bombs: (At first boss)  
Hold 1+4+7+3+6+9+Option.

### TEMPEST 2000

Enable Cheats: (At Main Menu)  
Hold 1+4+7 and press A.  
Cheats:  
Skip to Next Level Option  
Enable Warp Bonus Round 6  
Enable Rotary Controller: (At Game Options Menu)  
Hold Pause on both controllers.

### TREVOR MCFUR IN THE CRESCENT GALAXY

Activate Cheats: (At title screen)  
Type 1,1,9,3 ("Trevor's Birthday").  
Press buttons on controller #2 at any time for cheats.

### WOLFENSTEIN 3D

Music Test: (At "ball" title screen)  
Press #.  
Level Select: (At main menu)  
Hold 1+3+7+9.  
Cheat Codes: (Type anytime during play or in automap.)  
God Mode 4,6,6,8  
Full Inventory 4,9,9,6  
Next Level 4,7,8,6  
Previous Level 4,6,9,6  
Refresh Info 4,8,8,7

## Kewl Kode Of The Month! (Baaa!)

### Defender 2000

Enter "OVINE" as your name, then press "A" to start a Defender Plus game. I didn't know sheep could fly!

## The Atari Times Questionnaire/Subscription note

We at The Atari Times want to know who we're writing for! Use this questionnaire to tell us about your game systems! Use the blanks for any system, Atari or otherwise, that is not listed.

Atari systems owned	# of games	The other guys	# of games
<input type="checkbox"/> Jaguar	_____	<input type="checkbox"/> SlayStation	_____
<input type="checkbox"/> Jaguar CD	_____	<input type="checkbox"/> Fatern	_____
<input type="checkbox"/> Lynx	_____	<input type="checkbox"/> 3D-Oh-no	_____
<input type="checkbox"/> 7800	_____	<input type="checkbox"/> SNEEZE	_____
<input type="checkbox"/> 5200	_____	<input type="checkbox"/> Genesick	_____
<input type="checkbox"/> 2600	_____	<input type="checkbox"/> Game Smear	_____
<input type="checkbox"/> Falcon030	_____	<input type="checkbox"/> LameBoy	_____
<input type="checkbox"/> TT Computer	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> ST/e/fm/f Computer	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> 8-bit (XE, XL)	_____	<input type="checkbox"/> _____	_____

- ☐ YES! Please deliver The Atari Times to my mailbox for FREE!  
☐ No way. I can't have this thing mixing with my bills!

Your Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 State/Prov \_\_\_\_\_  
 Zip/Post Code \_\_\_\_\_

Clip and mail this to:  
 Greg George  
 1531 Stevens Loop Rd.  
 Babson Park, FL 33827  
 EMail: ggeorge@mail.polk.cc.fl.us



[illegible]

Kevin M. Savetz  
PO Box 1205  
Blue Lake, CA

